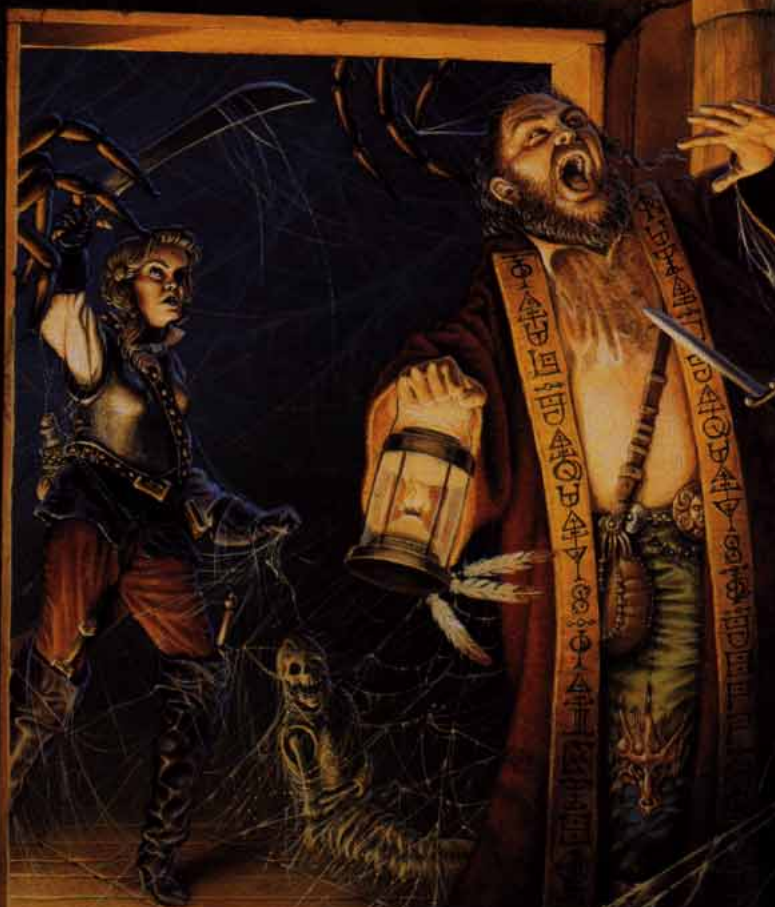


For characters of levels 7-12

9448

Temple Tower & Tomb



AD&D
2nd Edition

Official Game Adventure



Temple, Tower, and Tomb

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Temple, Tower, and Tomb is a three-part adventure module designed for four to eight characters of 7th to 12th level. Each adventure is linked through a framing story, but they can be played separately with little or no alteration.

Be warned: These adventures are deadly. Players will need considerable skill to guide their characters safely through the traps and horrors waiting for them, and they should be aware that PCs will die in these adventures unless they are very careful or very lucky.

The adventures are best suited to a campaign where magical items are rare. Other than that, they can be set in any campaign world, whether it is home grown or one of TSR's packaged campaigns such as the FORGOTTEN REALMS®, GREYHAWK®, or DRAGONLANCE® settings.

In the Service of the Autarch

Temple, Tower, and Tomb can be set in any land on the brink of chaos or war. The Autarch is desperate to protect his realm and has entreated his wizard-priests (viziers) to find magic that will aid him. They have located three ancient and potent magical items: the *Hesper* (a crystal ball that is also a *gem of seeing*), the *Fasces* (an inseparable bundle containing a *rod of lordly might*, *rod of passage*, and *rod of terror*), and the *Annulus* (a *helm of telepathy* that also functions as a *helm of comprehending languages and reading magic*). But his advisers tell him these items are guarded by extraordinarily dangerous and evil forces. The Autarch, aware that he could be sending many to their deaths, bids his viziers to discretely find heroes willing to recover the items.

The PCs can learn of this job in a number of ways: They hear a rumor and check it out, they are contacted by a vizier who has heard of their past exploits, or they are royally summoned. In any case, they should voluntarily end up at the Autarch's palace, where they are met by a distinguished vizier who ushers them to a lush garden.

Introduction

Ferns and cycads tower over your heads. Exotic birds and imprisoned faerie creatures sing in harmony as enormous flowers with petal-ringed faces turn and watch you pass. Near a splashing fountain of silvery mercury, your guide pauses and turns.

The vizier explains that their job is to recover three valuable items for the Autarch. They will be allowed to keep anything else they find, with a guaranteed minimum of 10,000 gp each; any shortfall will be made up from the treasury.

If the PCs accept the job, they are taken to the Autarch's armories and given whatever normal equipment (within reason) they need.

When the characters are rested and ready, they are escorted through the Autarch's keep to the vizier's quarters.

You enter through a large wooden door intricately carved with animals and symbols you don't recognize. Inside, the room is comfortably furnished with chairs, tapestries, and tables laden with books and papers. Book-filled shelves line the walls. The vizier greets you and motions everyone to a round table, on which lies a sheaf of papers. "I see you are prepared for your journey," he says gravely. "Before you depart, there are some things you must know.

"Amnissos is an ancient god of decay and chaos. He is no longer worshiped, as his death-loving cult has long since disappeared, destroyed centuries ago by Leonidas, the mighty paladin-king. All of Amnissos's followers were killed, driven away, or converted to the worship of more benevolent deities.

"But the temple where his followers practiced their evil religion was originally raised to Serfino, goddess of courage and steadfastness. Serfino's loyal followers were driven into hiding when the worshipers of Amnissos desecrated the temple and took it for their own.

"The *Hesper* was an important tool in the hands of Amnissos's bloody priests, so they kept it well guarded. It is concealed somewhere within that temple, and it is the first object you must find."

When he finishes, he asks, "Are you still willing to complete this task?" Every PC should answer yes. Then the vizier explains that because the mission is so dangerous, each must sign a parchment absolving the Autarch from all responsibility should any member die. To ensure that everyone adheres to the terms, each must agree to be placed under a *geas* spell for the duration. He then motions to the sheaf of papers, indicating the area to be signed.

It is a standard contract written in the Common language; it outlines the details of the mission, the payment agreed upon, the stipulation that *under no circumstances* can the magical objects recovered be used by any party member, and a clause denying compensation to the family of any PC who dies, is disfigured, crippled, rendered undead, or is in any way altered.

Everyone must agree to be placed under the spell. Anyone who refuses is made the Autarch's "guest" until everyone else returns. If anyone changes his mind after the adventure has begun, he can sign the document and join the party.

When the PCs are ready, the vizier gives the group leader a smoky crystal globe 1 inch in diameter and these instructions: "When you complete your task, stand beneath the open sky and smash the globe. That will signal me to retrieve you. If the globe is broken in an enclosed space or you lose it, you are on your own." (The globe saves as rock/crystal +1. The PCs would be wise to wrap it.)

The vizier then casts a handful of acrid dust across the characters. With stinging eyes and nostrils, they are *teleported* to their destination.

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The Temple

Wiping the vizier's stinging dust from your eyes, you see you are on a desolate, rocky coast. The sea crashes in foamy waves behind you, and inland are steep-sided hills cut by deep ravines. About 70 paces ahead stands the pocked and discolored ruin of a temple, choked with ivy and debris. Its marble columns and arches tower above the shore, still imposing despite the decay.

There is nothing else of note in the area. This area (like the tower and tomb areas) is over 500 miles from the Autarch's palace, in a remote region of the DM's choice.

1. Main Temple Area

The open front portion of the temple is ringed by crumbling 12-foot-high pillars. Inside it is dim and gloomy but remarkably intact. The floor is tiled, although vines and weeds grow through the tiles in many places. At the center of the room is a 16-foot-tall statue. At the rear of the room is a heap of brush.

The statue has the body of a man with a vulture's grotesque head and clawed feet. A snake is twined around its right arm, and its skeletal left arm is bare. The statue's cylindrical dais is 10 feet in diameter and 1 foot high, and an inscription is carved along its side.

With a few minutes of study or a high viewpoint, the tile patterns can be recognized as elemental hieroglyphs. They are (clockwise from



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the north) water, earth, air, and fire.

Any character who makes a successful Ancient Languages proficiency check can read the inscription on the dais: "Amnissos welcomes all to his realm who ask."

The request must be spoken in the form of a question in the same language as the inscription and must include the words *Amnissos* and *realm*.

If a PC asks correctly, the statue slides silently across the floor as a staircase leading down into darkness is revealed. This is the entry to the areas beneath the temple.

The statue can also be toppled by a combined Strength score of 90 or more. If the statue falls due east, however, the impact collapses the upper part of the stairway. Clearing the rubble enough to get through takes 1d6+2 hours.

If the PCs are in the temple for more than two turns, the cockatrices that live in the brush pile attack. Their treasure consists of 36 cp, 12 sp, and a chrysoberyl ring worth 140 gp.

Cockatrice (3): INT Animal; AL N; AC 6; MV 6, Fl 18 (C); HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-3; SA petrification; SZ S; ML 11; XP 650.

2. Stairs and Subtemple Entrance

The narrow, low-ceiling, 5-foot-wide stairway descends steeply for 20 feet, widens to 10 feet at the bottom, and abruptly ends at double bronze doors. These are engraved with leering faces, skeletal figures, and mystic glyphs. The open mouth of one large, grotesque, froglike face forms a basin. A bronze knife rests inside.

On either side of the doors, facing inward, you see two 3-foot-high statues: a wizard casting a spell and a warrior standing at the ready. Mounted above the door is a stone medusa's head, its eyes closed.

The temple is unlighted; PCs must provide their own illumination for the adventure.

The doors are too massive to be broken down,

but they can be forced open by a successful *dispel magic* (vs. 12th level) or *knock* spell.

When any PC touches the doors, the frog face speaks, saying "*Thralsa tak takta melfloror*." Ancient Languages proficiency or a *tongues* or *comprehend languages* spell reveals this to mean "Quench my thirst, then you may pass." To quench the door's thirst, either a magical potion must be poured into the basin, or every PC must prick a finger with the bronze dagger and dribble blood into the basin. If one of these things is done, the doors swing inward.

If PCs try to force the doors without quenching the face's thirst, the medusa head opens its eyes. Every PC must save vs. petrification immediately and again every round the medusa lives and the characters are looking at it.

The medusa cannot leave the wall, but her snakes can attack any character within 1 foot of her. If the medusa is slain, she reverts to stone. Killing the medusa does not open the doors, and she has no treasure.

Medusa: INT Very; AL LE; AC 5; MV 0; HD 6; hp 20; THAC0 15; #AT 1; Dmg 1d4; SA petrification, poison; SZ M; ML 14; XP 2,000.

3. The Hall of Victims

As you enter this hall, your lights make eerie, dancing shadows on figures standing against the walls. Before you can react, you realize they are statues, garbed and equipped in unusual, archaic styles. Some are standing idly, while others are in poses of surprise or horror. All of them are looking up.

This room, originally the subtemple entrance hall, is filled with the remains of those who ran afoul of the medusa. There are 23 statues of similar size, feel, and weight, but one statue is different and will not be noticed unless characters spend at least one turn examining each of them.

This statue is a young woman dressed in a

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flowing gown. She is blindfolded, and her arms are extended forward, as if pleading for her life. Her wrists are tied. In her left hand she holds a bulging purse, but her right hand is palm up and empty. She is the icon of Serfino, which once stood in the inner temple.

If any character examines this statue, she speaks these words directly into the minds of all PCs: "This is my gift. Choose which you shall have, then share it among you."

If a character touches the purse, it becomes real and falls from the statue's hand. It contains 100 pp, a pearl (500 gp), an opal (1,000 gp), and a ruby (5,000 gp). The statue then says, "Spend my bounty wisely. When it is gone, reflect on what you have gained."

If the empty hand is touched, a glowing light appears and flies through the group, resting briefly on every character's forehead. Each PC gains a temporary +2 bonus on all saving throws vs. any *fear* or *awe* effect, lasting until the character fails such a save. The statue then says, "You have chosen courage: May it see you safely through the hardships to come. In exchange for this gift, I entreat you to release me." The statue will not respond to any other requests.

The statue's request refers to a diadem that is sealed inside a pillar in the lower temple. If the PCs find it and place it on the statue's head, read the following:

The blindfold and bonds fall away as a piercing white light blinds you and freezes everyone in place. A sense of joy fills your mind and, opening your eyes, you see a beautiful, shimmering woman before you. Wordlessly, she touches each of you on the forehead, then disappears in a flash.

As a reward, each PC has received a permanent +2 bonus on saving throws vs. *fear* and *awe* effects. Good- and neutral-aligned PCs also receive 20,000 XPs; evil PCs receive 12,000 XPs.

In addition, the ghost in Room 8 is laid to rest, and the mummies in Room 12 are slain.

4. Purifying Chamber

This room smells heavily of mildew, mold, and rot. In the center is a tile-lined pit almost filled with rubble. Scattered haphazardly throughout the room are dozens of urns, jugs, and wooden trunks. Most are smashed, littering the floor with pottery shards, splintered wood, and twisted metal. Sprawled over some mold on the rubble in the pit are three skeletons: two in badly corroded armor, one in rags.

Worshippers of Serfino purified themselves by bathing in the sunken fountain before entering the subtemple. The priests of Amnissos desecrated the chamber, drained the fountain, then converted it to storage.

If a PC comes within 5 feet of the pit, he instantly loses 4d8 hit points in heat drained by the brown mold that lives there. If a torch is brought near, the mold doubles in size.

Brown Mold: INT Non; AL N; AC 9; MV 0; HD n/a; hp n/a; THAC0 n/a; #AT 0; Dmg n/a; SA freezing, 4d8 per round; SD affected only by sunlight, *disintegrate*, plant magic, and cold magic; SZ M; ML n/a; XP 15.

The corpses are victims of the brown mold. Their only surviving possessions are a *spear +1*, a *shield of fear* (functions the same as *plate mail of fear*), a scroll containing *cloak of bravery* and *neutralize poison*, and a sapphire (1,000 gp).

Characters can avoid the mold by going around the pit, but this involves considerable work and takes two turns. It's also risky: there is a 1 in 6 chance per round that one PC, selected at random, will encounter 5d4 rot grubs.

These nasty creatures are under a limited enchantment; they don't need food as long as

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they remain in the chamber (although they won't turn it down if it walks in!). They will die the moment they are taken from the room.

Rot Grub (5d4): INT Non; AL N; AC 9; MV 1; HD 1 hp; THAC0 n/a; #AT 0; Dmg nil; SA burrow to heart in 1-3 turns, causing death; SZ T; ML 5; XP 15.

A secret door behind a stack of debris cannot be found unless the junk is cleared away.

5. Disenchantment Chamber

This hallway is empty, except for a thin layer of dust that covers everything.

The dust is *dust of disenchantment*, which functions like *oil of disenchantment*. When a PC gets

within 20 feet of the far end, two tiny whirlwinds form at each end of the hallway, spin in one round to the center, and dissipate. They kick up the dust, and any exposed enchanted or charmed items are disenchanting for 1d10 +20 turns. Sheathed weapons, scrolls in cases, and similarly protected items are safe, but armor, drawn weapons, and enchantment/charm spells on characters are affected.

6. Torture Chamber

You smell the odor of decayed earth and dead flesh before your eyes register the ghastly contents of this room—a torture and execution chamber. Spiked instruments and diabolical machines stand in readiness. Four rows of benches line the right wall, obviously



for spectators. The benches and torture devices are separated by a wall of iron bars with a door. The iron door is ajar.

When four PCs have entered the torture chamber, the gate slams shut, a center panel on the back wall slides up, and a flesh golem emerges. Its orders are to subdue prisoners by wrestling. Once it achieves a hold, it spends the next round strapping that character into a torture device.

Flesh Golem: INT Non; AL N; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg nil; SA nil; SD hit only by magical weapons, unaffected by most spells; SZ L; ML 19; XP 2,000.

Because of its 19 Strength, the golem has a +7 damage bonus on wrestling holds. A held character can escape the golem if two other characters pull him free; a strapped-down character can be freed either by another PC or a successful bend bars/lift gates roll.

There is a 20% chance per round that the golem will break free from its ancient instructions and go berserk and attack (Dmg 2d8/2d8).

7. Prison Cells

This hallway is lined with five chambers. Three doors stand open; two are locked. Inside two of the locked rooms are the skeletons of long-dead prisoners, left to starve when the temple was abandoned. They will not animate.

8. Charnel Pit

This hallway ends at a small ledge about 4 feet above the contents of a huge pit. A stench of death rolls out of this room, and you realize the pit is filled with bones.

The corpses of hundreds of torture victims were dumped in this pit during the years Amnis-

sos was worshiped.

The pit is about 10 feet deep (if anyone cares to dig). Movement in the pit is halved due to the very bad footing. All PCs' attack rolls are at -2, and attackers fall over on an attack roll of 1.

If any PC enters the pit while the golem in Room 6 still exists, the ghost of a torture victim appears. Every PC must save vs. spell to avoid aging 10 years and fleeing in panic for 2d6 turns. Anyone who received courage from the statue of Serfino benefits from it now.

A swirling shape rises from the debris. The translucent figure is dressed in a torn and bloodstained toga. Its limbs are limp and broken, and its eye sockets are empty pits.

If spoken to, the ghost soundlessly mouths the words "kill the murderer." A character with Reading Lips proficiency can check to understand the message; other characters make Intelligence checks with -6 penalties.

If anyone is still in the pit one round later, the ghost attacks and fights as long as PCs are in the pit. This ghost does not have *magic jar* capabilities, but its hit points are boosted by 20.

If the flesh golem is killed, the ghost either disappears or never appears in the first place.

Ghost: INT Highly; AL LE; AC 0 or 8; MV 9; HD 10; hp 100; THAC0 11; #AT 1; Dmg age 1d4x10 years; SA fear; SD affected only by silver or magical weapons, unaffected by spells from nonethereal caster; SZ M; ML special; XP 7,000.

The back wall of the pit has two circular openings, about 3 feet in diameter, 5 feet below the top of the bones. If a character crawls into one of these tunnels, he advances about 6 feet before he is attacked by a carrion crawler.

Because of the confined space, only the monster's head can be attacked. Piercing weapons do full damage, but slashing and bludgeoning

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weapon damage is halved. A paralyzed character dragged away to the creature's lair suffers 1-2 points of damage per round.

If a carrion crawler is killed in the tunnel, its body completely blocks the passage. It takes 30 minutes to hack it to pieces and haul it out.

Carrion Crawler: INT Non; AL N; AC 3/7; MV 12; HD 3+1; hp 15; THAC0 17; #AT 1 or 8; Dmg 1-2 or special; SA paralysis; SZ L; ML special; XP 420.

9. Carrion Crawler Lair

A few copper pieces (14) and gold pieces (8) are scattered among the putrid brush here. Another tunnel leads to the surface, opening several hundred yards from the temple entrance.

10. Hall of Relics

The air is heavy with dust and the smell of age, and the rough walls and low ceiling give the hall a cavelike feel. Ten thick, iron-bound doors line the mazelike room.

Relics important to worshipers of Amnissos were stored in these alcoves. Five have been looted and are now empty. The remaining five are still sealed, their treasures safe inside.

A. The PC who opens this door triggers a simple poison needle (type O injected; onset 2d12 rounds; paralytic).

Atop a small pedestal inside the room is a *ring of regeneration*. When someone touches or moves the ring, it jumps onto his or her finger, the floor opens, and everyone in the alcove is dumped into a 30-foot shaft (3d6 falling damage). The floor instantly slams shut.

The bottom 20 feet of the shaft is filled with heavier-than-air poison gas (type N contact; save every round; death/25). If the PC wearing

the ring dies, the ring will bring him back to life again in one turn. This continues until the PC is rescued, fails a resurrection survival roll, or runs out of Constitution points. The ring will function normally when taken from the room.

The trap door can be forced open, but it takes one round to prop or spike it open. Any rescuer who enters the pit must also save vs. poison.

B. Opening this door triggers a smokepowder trap, which fills the chamber with a cloud of choking, stinging smoke. Each character must save vs. poison every round or be disabled by choking and coughing. PCs who tie wet cloths across their faces gain a +2 bonus on the save.

On a wide altar inside the alcove is a velvet pillow, on which rests an unusual *staff of withering* with 1d10+10 charges left. This neutral evil staff is intelligent (INT 15), speaks its own ancient language and the common tongue, and has an ego of 12 and personality of 27. Its purpose is to slay good-aligned priests. When used against a good priest, only one charge delivers its full withering effect. If a good priest picks it up, he suffers the same effect as if he were struck. Any other good-aligned character touching the staff suffers 1d4+1 points of damage.

Beneath the pillow is a *glyph of warding* that triggers a *cause blindness* spell if the staff or the pillow is moved. Because it is hidden, it will not be perceived by *detect invisibility* or *true seeing* spells, though a *gem of seeing* will reveal it. The *blindness* affects the PC for 3d8 rounds.

C. This door is rigged with an arrow trap. Opening the latch fires a crossbow bolt at whoever is in front of it (1d4+1 points of damage).

If the PC crouches or stands to the side as the door is opened, he avoids being hit. The bolt hits the opposite wall and shatters a crystal panel made to match the surrounding rock. Three crystal globes instantly tumble from the cavity and smash on the floor. Two globes contain flammable oil, and the third contains *oil of fiery burning*.

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Every PC within 10 feet must save vs. breath weapon or suffer 9d6 damage immediately, and their clothing must also save vs. magical fire. Those who fail take an additional 5d6 damage.

On the altar inside this room is a small iron-bound chest secured with two locks. Next to the altar is a black basalt book stand carved into a twining column of tendons and bone. The empty bookrest is shaped like a huge, skeletal claw.

The chest contains a *book of vile darkness* that belonged to the mightiest high priest of Amnissos, Xenothrakti Ur-toxul. Any good-aligned PC who touches the book receives 5d6 damage; nonevil neutral characters suffer 5d4 damage.

D. Opening this door trips a poison needle (type O injected; onset 2d12 rounds; paralytic).

A brass *whistle of golem control* sits atop a pillow on the pedestal inside. The whistle enables the user to command one golem for 1d6 turns.

Beneath the pillow is a *glyph of warding*, revealed only by a *gem of seeing*. If the whistle or the pillow is moved without first intoning a prayer to Amnissos, the *glyph* infects the character with a debilitating disease identical to that produced by a *cause disease* spell.

E. This door has three locks. One is already sprung; the remaining two must be picked. Beyond the door is an iron portcullis. Beyond that is blackness—a *continual darkness* spell.

This alcove is the priesthood's treasure chamber. It contains five locked chests, two statues, a throne, and three rugs. Everything is piled on a fourth rug, beneath which is a *glyph of warding*. The third time a treasure item is touched, the *glyph* invokes a *blade barrier* spell that cuts directly in front of the treasure pile, hitting anyone reaching for or touching an item. The barrier causes 8d8 damage and lasts for 36 rounds.

The contents of the chests are as follows:

Chest 1: 10 cp and 16 sp.

Chest 2: 35 cp, 25 sp, and 15 gp.

Chest 3: 50 sp, *elixir of health*, *oil of slipperiness*, and *poison*. The *elixir* vial is coated with poison

(type L contact; onset 2d4 rounds; 10/0).

Chest 4: 13 sp, 50 pp, 5 gems, and 1 art object (DM's choice). Opening the chest releases a small cloud of poison, affecting only the opener (type H ingested; 1d4 hours; 20/10).

Chest 5: 22 cp, 10 sp, 1,000 gp, *potion of human control* and *potion of fire resistance*. A poisoned needle springs out when anyone picks the lock (type D injected; 1-2 rounds; 30/2d6).

The statues are a jewel-encrusted porcelain elephant (18 inches high, 10 lbs., 25,000 gp, jewels alone 6,000 gp) and a terra-cotta griffon (2 feet high, 150 lbs., 10 sp). Breaking the terra cotta reveals a silver and gold griffon (8,200 gp).

The throne is made of teak and rosewood inlaid with ivory and decorated with gems (5 feet high, 80 lbs., 40,000 gp, jewels alone 11,000 gp).

The rugs are wool and of exquisite craftsmanship (45 lbs., 120 gp each).

11. Lower Temple

In the tile floor surrounding a central altar in this large, decaying chamber are the same four symbols found the upper temple. The altar, pillars, and walls are carved in deathly scenes of war, plague, and famine. At each end of the room are two massive statues: to the left, one of stone almost 10 feet tall; on the right, one of iron fully 12 feet tall. A large brass key hangs around the stone statue's neck. On the opposite wall is a decorated double bronze door.

The stone statue is a stone golem that attacks if anyone touches or attacks it or tries to open or pass through the doors. It will not leave the lower temple under any circumstances. The key around the golem's neck opens the doors.

When the golem moves, it reveals a small hollow in the floor under its right foot. Inside is a rotten leather sack containing a nonmagical ivory replica of the brass *whistle of golem control*.

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Stone Golem: INT Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA *slow* spell every other round; SD hit only by +2 or better weapon, immune to many spells; SZ L; ML 20; XP 8,000.

The iron statue is an iron golem that was never animated. Behind it, at the height of its shoulders, is a small secret door to Room 13.

The symbols in the floor are magical; if a character casts a spell of the elemental school or sphere or a *conjure elemental* spell while standing on the appropriate symbol, the spell is cast as if the caster is one level higher than he actually is.

There is a small secret door in the northeast pillar. Inside, a skeleton is lashed upright to pegs mounted in the pillar. A leather sack is stuffed into the rib cage.

The sack contains a silver diadem with a single opal mounted on the brow (2,200 gp). This headpiece originally crowned the statue of Serfino, which is now in the Hall of Victims.

12. Burial Chamber

The smell of death still lingers in this dry, dusty chamber. Six large urns are arranged in two rows, forming a corridor through the room. Against the back wall is a tripod built of twisted, petrified roots. Resting on the tripod is a large crystal globe.

The urns are funerary vessels, decorated with hideous paintings of sacrifice and death. If a PC peers into any urn, he sees swaths of putrid, rotting fabric—the mummy of a high-ranking priest of Amnissos. One is not animated, and another has been weakened. The rest will animate and attack if the globe is disturbed or any mummy is attacked.

The mummies' treasure is divided among the urns; it totals 4,600 cp, 9,560 sp, 2,870 gp, 230 pp, two 200 gp rubies, one 400 gp opal, five 150 gp diamonds, three 600 gp jewel-studded golden

goblets, a 2-inch-square carved ivory box (200 gp, empty), and one *speed* potion.

The crystal globe is 18 inches in diameter and weighs 45 lbs. The *permanent illusion* cast on it makes the inside appear murky and turbulent. It will be detected as magical but is not the *Hesper*.

If the globe is removed from its stand, a *magic mouth* appears on the wall behind the stand and bellows, "*Asthrak akthrashra, Amnissos mal-lathrekra hesperak shoollthra!*" An Ancient Languages proficiency check translates this to "Defiler of the Hesper! Bear the wrath of Amnissos!" There is no other effect.

Mummy (4): INT Low; AL LE; AC 3; MV 6; HD 6+3; hp 30; THAC0 13; #AT 1; Dmg 1d12; SA fear, disease; SD immune to normal weapons and some spells; SZ M; ML 15; XP 3,000.

Mummy (weak): INT Low; AL LE; AC 3; MV 6; HD 3; hp 12; THAC0 15; #AT 1; Dmg 1d10; SA fear, disease; SD immune to normal weapons and some spells; SZ M; ML 15; XP 420.

13. Hesper Chamber

Beyond the secret panel, 79 steps wind down through smooth-cut rock. At the bottom is a doorway, across which hangs a curtain of tattered black silk. A voice from beyond it intones, "*Miltha dreplos, Hesperak invilidra.*"

The voice is a *magic mouth* spell. Its message translates as "Consult the Hesper and learn, servant of chaos." Continue reading when the adventurers pass the curtain:

The curtain opens into a 10-foot-by-10-foot room, black silk drapes still clinging to the walls. At the center stands a tripod built from the ribs, forearms, and hand bones of a giant.

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In the skeletal fingers is a jade bowl filled with a red liquid. Floating in the liquid is a milky-white orb.

The orb is the eye of a cyclops, floating in red wine. If a PC peers into the bowl, the eye opens. Chaotic characters suffer no ill effect, but lawful or neutral PCs who fail a save vs. spell turn and wander away in *confusion* for an hour.

If anyone swallows even a drop of the wine and fails to save vs. poison, he is immediately affected with *prophecy*; every danger the party will encounter in the remaining adventures is revealed to him. An instant later he goes totally mad with the knowledge. A *heal* spell cast by a 15th- or higher-level priest will cure the madness, but he will be permanently *febleminded* (INT 3, WIS 3).

The bowl, wine, and eye together form the *Hesper*. The whole thing must be brought out intact; if the wine is spilled or the eye removed, the device will no longer function.

Behind the drapery is a carrion crawler's tunnel. If the monster was not killed earlier, it attacks the first PC who crawls into the tunnel. If a character tries to bring the *Hesper* through these narrow tunnels, the player must make five Dexterity checks before reaching an exit. Any failure means the wine spills.

Concluding the Adventure

To return to the Autarch's palace, PCs must stand under open sky, then smash the crystal globe given to them by the vizier. This triggers a reversed *succor* spell, summoning the vizier to the PCs. He then *teleports* everyone back to the palace.



The Tower of the Lord of Eternal Night

The Tower

Their first task completed, the vizier takes the *Hesper* from the characters and disappears. The PCs should now rest until they have fully recovered from their temple ordeal. They are allowed to replace any damaged weapons and armor with new equipment from the Autarch's supply. They can also store whatever treasure they recovered from the tomb, with no questions asked. When they are ready, they are once again shown to the vizier's quarters.

"The tower is home to an ancient being known as the Lord of Eternal Night," he begins. "Ages ago he overwhelmed and utterly defeated the tower's inhabitants and took control of the *Fasces*, a powerful trio of magical rods. But as punishment from an ancient god for his unspeakable crimes against the innocents he slaughtered, he is unable to leave his black throne.

"The Lord of Eternal Night has many hideous creatures to guard himself and the *Fasces*. It will take considerable bravery to wrest the *Fasces* from him."

With that, the vizier once again showers you with dust, and your vision blacks out.

Desert Desolation

When your sight returns, you see rough, arid terrain stretching endlessly in all directions. The only shade from the beating sun is a ruined tower, mostly buried in sand and gravel, about 100 yards in front of you.

The tower walls are made of smooth, unmortared stone set together tightly but now crumbling with age. Near the top are arrow slits beneath the crenelated rim.

The walls are nearly 50 feet high. Dexterity checks must be made if PCs attempt to scale the walls without grappling hooks and ropes.

High winds and storms have deposited nearly 2 feet of sand on the Tower roof.

A 1 or 2 on a d8 indicates that one PC notices a depression in the sand. Underneath is a trap door, and the characters must dig in a 20-foot circle to get to it. The door is decorated with mosaic tiles in an evil magical symbol so powerful that everyone who sees it must save vs. spell or be seized with such fear he will refuse to be the first to enter any room of the tower.

One tile in the mosaic is a different color than the rest; it is a switch that operates a spiral stone staircase that descends into the tower. If the tile is pressed once, the staircase drops into the darkness below. When it is pressed twice rapidly, the stone steps close.

The staircase descends only one level at a time. The adventurers must search each level for the hidden switches that lower the steps.

Level One

Dusty light filters in, and you see 12 shields painted with various heraldic devices hanging on the walls between six closed doors. The ancient wood floor groans and gives when you walk on it.

Set in the center of each shield is a cabochon of semi-precious stone, which delivers an electrical shock worth 2d6 points of damage when touched. One shield, however, is missing its stone, and any PC who examines the hole sees a switch inside the empty socket. The missing cabochon is the mechanism that lowers the staircase to the next floor, and the PCs must search this level to find it.

All the doors are unlocked and open easily. Magical effects in the tower are at the 18th level for purposes of a *dispel magic* spell.

The Tower of the Lord of Eternal Night

1. Barracks

Sand crunches under your feet as you survey decaying wooden bunks. At the foot of each of 12 bunks is a wooden box. With a start, you notice that skeletons lie in the bunks or lean against the walls in grotesque parodies of standing at attention.

Each footlocker is locked; touching any chest or lock rouses the heucuvus, who become completely active in one round.

Heucuva (12): INT Semi; AL CE; AC 3; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6; SA disease; SD hit only by silver or +1 weapons; SZ M; ML 11; XP 270.

Three chests contain 35 gp and 80 sp each. A fourth holds a *necklace of prayer beads* strung with 27 semi-precious and fancy gemstones (200 gp), as well as a *bead of karma*, a *bead of blessing*, and a *bead of curing*. The other chests are empty.

Two concealed doors access the outer perimeter passage. The only access to Rooms 5 and 6 is from this passage.

2. Barracks

The room is completely wrecked. Splintered furniture is in piles everywhere, and sections of the flooring have been pulled up, revealing joists underneath.

One round after everyone is in the room, a *permanent illusion* is set off, re-enacting the last battle fought for the tower: eight priests beset by a lich and its minions. Every PC who fails to save vs. spell believes the battle is real.

If more than two PCs move farther than 5 feet from the door, the floor collapses and they fall to Level Three. This breaks the *illusion*, and each PC who falls incurs 2d6 points of damage.

Two secret doors lead to the outer passage.

3. Servants' Quarters

Shreds of colorful blankets hang in limp tatters from broken beds, and washstands still sparkle despite a fine layer of sand. A luxurious black carpet covers most of the floor.

Hiding on the carpet is an *obliviax*, which will attempt to steal memories from any PC within 60 feet (it will try to steal memories from spellcasters first). PCs who fail to save vs. spell lose all memory of the last 24 hours.

Obliviax (Memory Moss): INT Average; AL NE; AC 10; MV nil; HD 1-2 hp; THAC0 20; #AT nil; Dmg nil; SA special; SD special; SZ T (6 inches square); ML 9; XP 35.

The locked secret door leads to a stairway down to Level Two.

4. Servants' Quarters

When a PC attempts to open this door, it wrenches itself out of his hands, slams shut, and locks itself. A *dispel magic* or *knock* spell releases the door's *animate object* trap.

This room is full of rotten beds cloaked in tattered bedclothes and rags. The floor is covered by a once-beautiful Oriental rug, now faded and gritty with sand.

It is a *rug of smothering* that wraps itself around the first person to step on its middle design. Other PCs on the rug will be thrown to the ground unless they make a successful Dexterity check. The one caught will suffocate in 1d4+2 rounds unless immediate action is taken (DMG, p. 179).

The secret door is trapped with a *cause serious wounds* spell, worth 2d8+1 points of damage to anyone who touches it.

The Tower of the Lord of Eternal Night

5. Armory

Weapons and armor were once stored here. Lengths of brittle wood are stacked on the floor, and the walls are decorated with archaic polearms and ancient, rusted armor.

If the PCs attempt to remove the armaments, they jump off the walls and form 10 armored soldiers who attack at once. The soldiers can be stopped only by destroying their weapons and armor or by a *dispel magic* spell.

Unseen Soldier (10): INT Average; AL CN; AC 2; MV 12; HD 6+3; hp 51; THAC0 14; #AT 1; Dmg 1d8; SA nil; SD nil; SZ M; ML 20; XP 650.

6. Armory

You glimpse a small, triangular room with broken and decaying weapons on the walls. Suddenly you feel your stomach heaving as you smell a repulsive odor, and you swear you see something move inside the room.

All PCs must save vs. poison or be overcome by nausea and vomiting for 1d4 rounds. Those who blunder into the room or throw anything into it send up a cloud of yellow mold spores, and anyone failing a save vs. poison will inhale spores, clutch his stomach, and fall dead.

Yellow Mold: INT Animal; AL N; AC 9; MV nil; HD n/a; THAC0 n/a; #AT 1; Dmg n/a; SA poison spores; SD affected only by fire; SZ L; ML n/a; XP 65.



The Tower of the Lord of Eternal Night

The cabochon that activates the staircase is within the mold. If the party uses fire to destroy the mold, the cabochon will melt, then re-form in 2d6 rounds. If the PCs recover the stone and fit it into the shield, read the following:

When you place the cabochon in the shield, the staircase sinks into the floor. The stairway smells dank, and eerie whisperings drift up as you descend, but you can't make out any distinct words.

Level Two

As your eyes adjust, you see remnants of six tapestries on the walls between seven doors in a chamber exactly like the one above. In front of the tapestries are 1-foot-tall statues of evil-looking creatures. As you move, their eyes seem to follow you.

The statues are of two imps, a harpy, three jackalweres, a gnoll, two wights, and a troglodyte. The harpy is missing a wing, and close examination shows it was made to be removed. This is the switch to lower the staircase to Level Three.

When the PCs' attention is elsewhere, one imp statue animates and slips away. There is a 1 in 10 chance that a PC will notice, but the imp will disappear too quickly to be fought or followed. No other statues will animate.

The secret door behind a tapestry on the south wall opens into a passage to a hidden staircase to Level Three.

7. Bedroom

This room and its fine furnishings are shabby with age. A portrait of a man with a cruel smile hangs on the northeast wall.

Unless the PCs have a very bright light source (such as a *continual light*), they have only a 10% chance to notice anything strange here. Even so, they must be quick to avoid the shadows in this room, which attack at once.

Shadow (4): INT Low; AL CE; AC 7; MV 12; HD 3+3; hp 27; THAC0 17; #AT 1; Dmg 1d4+1; SA Strength drain; SD +1 or better weapon to hit; SZ M; ML special; XP 650.

8. Bedroom

Smeared in blood on the unlocked door is the same symbol as in the mosaic on the tower roof. All characters within 5 feet of the door must save vs. spell or flee in panic for 2d4 rounds.

This room is the least disturbed one you've seen—the bed looks sturdy and the chairs and tables appear to be in good condition.

If the party rests here, the slithering tracker that resides under loose boards in one corner waits until the PCs rest, then attacks.

Slithering Tracker: INT Average; AL N; AC 5; MV 12; HD 5; hp 40; THAC0 15; #AT 1; Dmg special; SA paralyzation, plasma drain; SD transparency; SZ S; ML 15; XP 1,400.

9. Bedroom

This room is totally empty. The floor is remarkably intact; nothing has been in here for quite some time.

The floor is a *permanent illusion*. All PCs who fail to save vs. spell at -2 believe the illusion, enter the room, fall through to Room 13, and incur 2d6 points of damage.

The Tower of the Lord of Eternal Night

10. Bedroom

The sight is completely unexpected: spiderwebs fill the room, glistening and sparkling in your light as if covered with silvery dew.

If a PC touches a web with bare skin, the acid covering the webs inflicts 1d6 points of damage. The acid spiders that live here attack the PCs one round after they enter the room.

Acid Spider (8): INT Low; AL CE; AC 4; MV 3, Wb 12; HD 4+4; hp 36; THAC0 17; #AT 1; Dmg 1d8; SA squirt acid; SD immune to fire; SZ M; ML 13; XP 650 (new monster).

Their highly corrosive acid causes 2d4 points of damage and paralysis for 2d6 rounds (one squirt per 10 rounds, 30-foot range, save vs. wands to avoid). The spiders seal their prey in their webs, where it slowly dissolves. It takes 1d12 rounds to fully immobilize a PC in the acid webs if no resistance is given.

Wrapped in the web is a bundle of three rods; they are cursed and will go off simultaneously if touched. The PC must make three separate saves vs. rods; failures indicate he is inflicted with these curses:

The first rod changes the PC's alignment to its opposite (neutrality is not affected).

The second rod changes the PC's gender.

The curse of the third rod will take time to become apparent. The PC will sleep all day, stay awake all night, and as the moon waxes toward full, all ability scores gradually increase to +1 above normal by the full moon. The PC's ability scores will then decrease as the moon wanes to -2 points below normal by the new moon.

11. Teleport Room

The only thing in the room is a small ceramic tile lying face down on the floor.

Anyone who picks up the tile must save vs. spell or be *teleported* to Room 18.

Two secret doors are rigged with poison needle traps (type D injected, onset 1-2 minutes, 30/2d6).

12. Master Suite

This was once the master suite, judging from the fine furnishings and the few personal effects that still remain. Faded murals depict landscapes and farms, and a beautiful tower stands majestically over it all.

A fine silver and emerald bracelet (250 gp) is in a small locked box on a stand by the bed. Beside the box is a silver-backed mirror (300 gp).

The lich, watching the party through his *mirror of mental prowess*, now summons 12 gnolls to attack the PCs. When slain, they disappear.

Gnoll (12): INT Low; AL CE; AC 5 (10); MV 9; HD 2; hp 16; THAC0 19; Dmg 2d4 (weapon); SA nil; SD nil; SZ L; ML 11; XP 120.

A locked priests' hole is concealed within the intricate scenes on the walls. Inside is an alabaster box worth 1,500 gp, and inside that is the harpy's wing, a pearl (450 gp), a pouch containing 500 pp, and an *amulet of life protection*.

A fresco on the north wall conceals a secret door, trapped with a *teleport* spell. Any PC who touches it and fails to save vs. spell teleports to the 30-foot-long corridor just outside Room 19 (see Room 18 for details).

If the PCs return the harpy wing to the main hallway, read the following:

When you fit the wing onto the statue you discover that it swivels; one way raises the staircase, the other way lowers it. As the steps drop to the next level, you almost hear whisperings from somewhere below.

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Level Three

Your descent ends in a semi-circular great hall. Against the far wall are large double doors, closed and barred. At either end of the hall are huge, empty fireplaces. In the center is a long, ornately carved table set about with hard wooden chairs. Near the stairway you see gaming tables set into the floor. Two games are unfamiliar, but one table has a chess game set up on it.

If the PCs examine the chess board, they notice the black king is missing. There is a small hole where it belongs, and inside is the switch mechanism to lower the staircase to Level Four.

The large doors lead to the tower's outer courtyard, which is completely buried in sand. It is impossible to open the doors.

Two rounds after the PCs enter the hall, the lich casts *insect plague* on the party, bringing forth hordes of beetles, roaches, and centipedes. Their stings and bites do 1-2 points of damage each round for 36 rounds unless the PCs dispel them.

13. Smoking Room

A blast of fetid air rushes out of the room as you enter. A small table stands next to a cushioned chair, now decayed with age. A faint smell of tobacco clings to the walls.

It is immediately apparent that there is no ceiling here; this room is directly below Room 9.

On the table are several pipes, and one is a finely carved meerschaum (250 gp).

Two rounds after the PCs enter the room, the poltergeist that lives here begins flinging anything it can toward them.



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Poltergeist: INT Low; AL LE; AC 10; MV 6; HD ½; hp 4; THAC0 15; #AT 1; Dmg nil; SA fear; SD invisibility, silver or magical weapons to hit; SZ M; ML 10; XP 65.

14. Parlor

A number of once-comfortable chairs, small tables, and footstools are scattered around this room. The remnants of a tapestry frame contains shreds of an unfinished piece. The walls are painted with bright pastoral scenes, now faded to a dull brown.

A small basket near the frame contains gold-handled scissors (150 gp), a pack of four gold needles (25 gp) and a silver thimble (100 gp).

If any PC looks up, he has a 10% chance to notice a lurker waiting patiently on the ceiling for the right moment to drop in.

Lurker: INT Non-; AL N; AC 6; MV 1, Fl 9 (B); HD 10; hp 80; #AT 1; Dmg 1d6; SA suffocation within 1d4+1 rounds, -4 on surprise rolls; SD nil; SZ H; ML 11; XP 3,000.

The secret door is trapped with a *grease* spell. Failure to save vs. spell means the PC's hands will slide uselessly around on the door.

15. Library

The left door is locked and rigged with a *teleport* spell. Failure to save vs. spell sends the PC to Room 17. The right door is trapped with a poison dart (type A injected, 5d6 rounds, 15/0).

Wall-to-wall shelves are filled with rotting scrolls and books. Some shelves have given way, dropping papers to the floor in piles. Three tables and many old chairs are also present.

Those books and scrolls that haven't rotted away are filled with bookworms. If a mage or priest carrying scrolls or spellbooks opens a bookworm-infested item, there is a 75% chance the worms cross over and infest his papers.

The spectre in the room waits until the PCs are occupied before she chooses her victim. The spectre's touch inflicts 1d8 points of damage and drains two life levels. Any PC totally drained of life energy becomes a full-strength spectre and will turn and attack the party.

Spectre: INT High; AL LE; AC 2; MV 15, Fl 30 (B); HD 7+3; hp 59; THAC0 13; #AT 1; Dmg 1d8; SA energy drain; SD +1 or better weapon to hit, spell immunities; SZ M; ML 15; XP 4,000.

Hidden among the papers is a *vacuous grimoire* and a *scroll of protection vs. undead*. A secret door behind the fireplace is locked and trapped with a *cause critical wounds* spell. Failure to save vs. spell results in 3d8+3 points of damage.

A secret door behind one of the bookshelves leads to the chess piece, along with 200 pp and a star ruby (5,000 gp).

When the party returns the black king to its place on the chess board, read the following:

The chess piece fits snugly into place and sinks slowly into the board as the staircase begin its descent. You hear the staircase hit bottom with a BOOM and realize that the stairs have dropped for the last time.

Level Four

Rusted iron cauldrons are scattered about the floor, and five enormous stone fireplaces are cold and dark. Two large butcher-block tables are stained with what appears to be blood. There is an overpowering stench in the southeastern part of the hall.

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As the PCs enter the kitchen, a flame inside the far left fireplace roars up into a vaguely humanoid shape and attacks the PC closest to it, automatically inflicting 3d8 points of damage. The character's clothing must save vs. magical fire at -2 or he will be enveloped in flames.

Fire Elemental: INT Low; AL N; AC 2; MV 12; HD 12; hp 96; THAC0 9; #AT 1; Dmg 3d8; SA magical fire; SD +2 weapon or better to hit; SZ L; ML 15; XP 7,000.

16. Servants' Quarters

The closer you get to this room, the worse the smell becomes. When you open the door, you realize what it is—the stench of the badly decomposed remains of dozens of humanoid creatures, lying in piles around the room.

Anyone brave enough to search the bodies will find a total of 50 gp and a broken gold necklace (100 gp).

17. Servants' Quarters

Broken and rotting bedframes stand against the stone walls, and dust covers everything. There is nothing else in the room.

One round after a PC enters the room, the door slams shut, locks itself, and the floor begins to melt as per a *transmute rock to mud* spell. The PC will suffocate in mud the consistency of softened chocolate in 3 rounds unless a successful open locks roll is made.

18. Cellar

The door is locked. The first PC who comes through this door *teleports* into the corridor outside Room 19. All other PCs who enter will not be *teleported*.

The room has a dank, musty smell. You can make out broken and rusted kitchen utensils, rotten firewood, barrels of rancid oil and several large, empty kegs.

Hidden behind the door is a large claylike sculpture of a creature with grossly distorted features; thick, knotty muscles; short arms; and stubby fingers. While the PCs are busy exploring the room, the statue animates and attacks.

When the golem reaches 0 hp, it shatters. A slightly smaller golem, exactly like the one before it, emerges from the shards and attacks. There are a total of six golems of decreasing sizes hidden inside each other like Russian dolls.

Repeater Golem (6): INT Non; AL N; AC 7; MV 7; HD 11; hp 50; THAC0 9; #AT 1; Dmg 3d10; SA Strength 20 to lift, throw, and smash heavy objects; SD struck only by magical blunt weapons; SZ L (8 feet tall); ML 20; XP 8,000 (new monster).

Beyond a door behind one empty keg is a short passage that ends in a blank wall. A hidden door in the wall is locked and trapped with an *enemies* spell. All PCs who fail to save at -2 will see other PCs as their worst enemies and immediately provoke a fight.

When the PCs are through the door, read the following:

The corridor is littered with humanoid bones that crunch as you step on them. The walls are made of dry, smooth stone. Small stone blocks, shaped like trophy mounts, hang at intervals along the walls.

When the PCs move down the passage, the blocks suddenly sprout strong arms that grab for the characters. They do not inflict damage, their Armor Class is 0, and they have 50 hit

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points each. If an arm grabs a PC (THAC0 8), it holds the PC fast. There is one arm in every square foot of wall space. If the PCs strike the arms with edged weapons, the weapons turn blunt and become useless after 1d12 hits. When destroyed, the arms smash and drop to the floor as stone.

A locked, hidden door at the end of the corridor is trapped (remove traps at -20% due to the hindrance of the stone arms). Touching the door releases a gas cloud, and every PC in the hall who fails his save vs. polymorph will be polymorphed into an insect.

19. Throne Room

Directly in front of you is a black granite throne on a raised dais. Sitting upon it is a gaunt, skeletal form wrapped in a rich velvet robe. With a jolt you realize this thing has no eyes; its sockets house only two points of blood-red light. In its lap rests a bundle, which the lich strokes methodically with a skeletal hand. A small twisted creature with red skin and membranous wings is perched to its right, giggling and swaying to and fro.

It is the Lord of Eternal Night itself, with the *Fasces* in its lap. It is a lich that casts mage spells at 18th level of ability and priest spells at 20th level of ability. It wears a *robe of scintillating colors* and a *pearl of power*. Directly across from its throne is a *mirror of mental prowess*, but it cannot use the *teleportation* power.

Lich: INT Supra-genius; AL LE; AC 0; MV nil; HD 11+; hp 95; THAC0 9; #AT 1; Dmg 1d10; SA touch causes paralysis; SD +1 or better weapons to hit, spell immunities; SZ M; ML special; XP 9,000.

Mage spells (18th level of ability): *magic missile*, *shield*, *chill touch*, *detect magic*, *enemies**, *sum-*

mon swarm, *magic mouth*, *ESP*, *stinking cloud*, *spectral hand*, *explosive runes*, *clairaudience*, *clairvoyance* (x2), *wraithform*, *monster summoning II*, *polymorph other*, *ice storm*, *enervation*, *contagion*, *telekinesis*, *cone of cold*, *magic jar*, *cloudkill*, *animate dead*, *programmed illusion*, *enchant an item*, *reincarnation*, *control undead*, *Bigby's grasping hand*, *finger of death*, *permanency*, *power word blind*, *energy drain*.

Priest spells (20th level of ability): *curse**, *command*, *endure heat*, *magical stone*, *cause fear** (x2), *darkness**, *protection from good**, *detect good**, *charm person or mammal*, *enthrall*, *hold person* (x2), *dust devil*, *fire trap*, *resist fire*, *spiritual hammer*, *flame blade*, *summon insects*, *prayer*, *bestow curse*, *pyrotechnics*, *dispel magic*, *animate dead*, *negative plane protection*, *protection from fire*, *glyph of warding*, *produce fire*, *spell immunity*, *protection from lightning*, *divination*, *cause serious wounds**, *abjure*, *neutralize poison*, *reflecting pool*, *dispel good**, *transmute rock to mud*, *insect plague*, *flame strike*, *cause critical wounds*, *slay living**, *wall of fire*, *conjure fire elemental*, *stone tell*, *speak with monsters*, *conjure animals*, *fire seeds*, *unholy word**, *animate rock*.

An asterisk (*) indicates the lich performs the reverse of the standard AD&D® game spell.

The imp leers at the PCs before becoming invisible and attacking. Its stinger inflicts 1d4 points of damage, and any PC so stung must save vs. poison or die instantly.

Imp: INT Average; AL LE; AC 2; MV 6, Fl 18 (A); HD 2+2; hp 18; THAC0 19; #AT 1; Dmg 1d4; SA poison; SD immune to fire, cold or electricity; SZ T; ML 10; XP 650.

The lich will attack first using its memorized spells, and use the *Fasces* only if the PCs manage to survive. It does not want to kill them but does want to transform them into undead at its command. Any PC who is reduced to 1 hp will fall unconscious, and the imp will drag his limp form to the lich's feet.

The only way to completely destroy the Lord

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of Eternal Night is to destroy the phylactery that holds its life force. The vial is hidden under the black granite throne with its treasure.

If the lich is destroyed, it will disappear in a rise of putrid smoke, and the *Fasces* will drop to the seat of the throne. The bundle of rods is warm to the touch, and anyone who handles it for more than one round will begin to stink of the rancid smoke. This smell, not unlike rotten eggs, will linger with him until a *dispel magic* is cast on him.

A secret switch on the left armrest causes the dais to slide to one side, revealing a shallow pit filled with 1,000 cp, 5,000 sp, 12,000 gp, 2,000 pp, 50 gems (5,000 gp total), 19 pieces of jewelry (3,600 gp total), the phylactery (an emerald

shaped like a skull), a *long sword* +4 *defender*, *studded leather* +4, and a *potion of animal control*.

Concluding the Adventure

If the PCs succeed in defeating or destroying the lich, all of the undead held here will be released to go on to the afterlife. When the party has the *Fasces* safely in hand, read the following:

The climb back up the staircase doesn't seem to take nearly as long as the trip down. In no time you are again standing at the top of the tower. From here you can break the sphere and alert the visier.



The Tomb of the Faceless One

The Tomb

The vizier takes the *Fasces* from the PCs and shows them to their rooms. After they have rested enough to recover full strength and have had the opportunity to resupply themselves, they are taken to the vizier's quarters for what they hope will be the last time.

"Many generations ago," the vizier begins, "a successor to the throne of the Autarch was a detestable and mean-spirited youth. Somehow he came into possession of the *Annulus*, a helm of such power that the temptation to use it for evil overwhelmed him. He donned it and began to destroy those he perceived to be his enemies, calling himself the Faceless One. His younger brother saw the danger, but by then it was impossible to remove the *Annulus* without killing his brother.

"Unwilling to commit fratricide, the younger one entreated his most powerful mages to find a way to keep his brother from desecrating the kingdom. They constructed an enchanted death mask that would keep the older sibling in a state of *temporal stasis*, then built a tomb deep underground in which he was entombed alive.

"The living corpse of the Faceless One is there still. You must remove the *Annulus* from him and bring it here."

With that, the vizier casts the dust upon you.

Burial Mound

When the dizziness and nausea pass, you see a huge mound in front of you, thickly covered with lush vegetation. A damp mist envelops the mound in a gray shroud. Vines and tree roots hang down the rocky face of the mound, hiding it completely.

As the characters search for a way in, they come across many bones, some humanoid, some animal. These are the remains of the victims of a choke creeper that has grown over this side of the mound. It will attack 2d8 rounds after the PCs begin the search for the entrance.

Choke Creeper: INT Non; AL N; AC 6 (vine), 5 (stalk); MV $\frac{1}{2}$; HD 25; hp 63; THAC0 7; #AT 8; Dmg 1d4; SA strangulation; SD immune to torch fire; SZ G; ML 14; XP 18,000.

Cold-based attacks do 1 point of damage per damage die and "freeze" the plant for 1d4+1 rounds. Electrical attacks double its movement rate for 1d4+1 rounds and cause no damage.

When the PCs find the door, they see it is barred, but the seals have been broken. It takes a combined Strength of 40 to lift the bar.

As you lift the heavy bar, which looks as though it was carved from an entire tree-trunk, the thick stone doors swing outward.

Foul, stale air rushes out, and a partially decomposed human corpse that was leaning against the inside falls out. What's left of the face is twisted in terror.

Beyond the door is a vaulted stone passageway that ends in a blank wall. The walls are painted with scenes depicting the history and genealogy of a royal family.

Upper Level

If the PCs examine the wall and make a successful find traps roll, they find a switch that causes a 4-foot-by-6-foot section to swing silently inward. The door is trapped; opening it releases a 30-foot-radius gas cloud that causes fear. The PCs must save vs. poison or flee in panic for 5d4 rounds.

The Tomb of the Faceless One

1. Hall of Gods

You see a number of animal-headed statues against the walls, leering grotesquely in the dim light. The walls are covered with frescos of kings paying homage to their gods.

As you proceed into the room you hear a sound like stone on stone. The door slides shut! Then you hear a scraping noise coming from somewhere within the room.

If the PCs advance more than 5 feet into the room, the statues, which are really low-grade stone golems, animate and attack. These golems have no powers other than those given here.

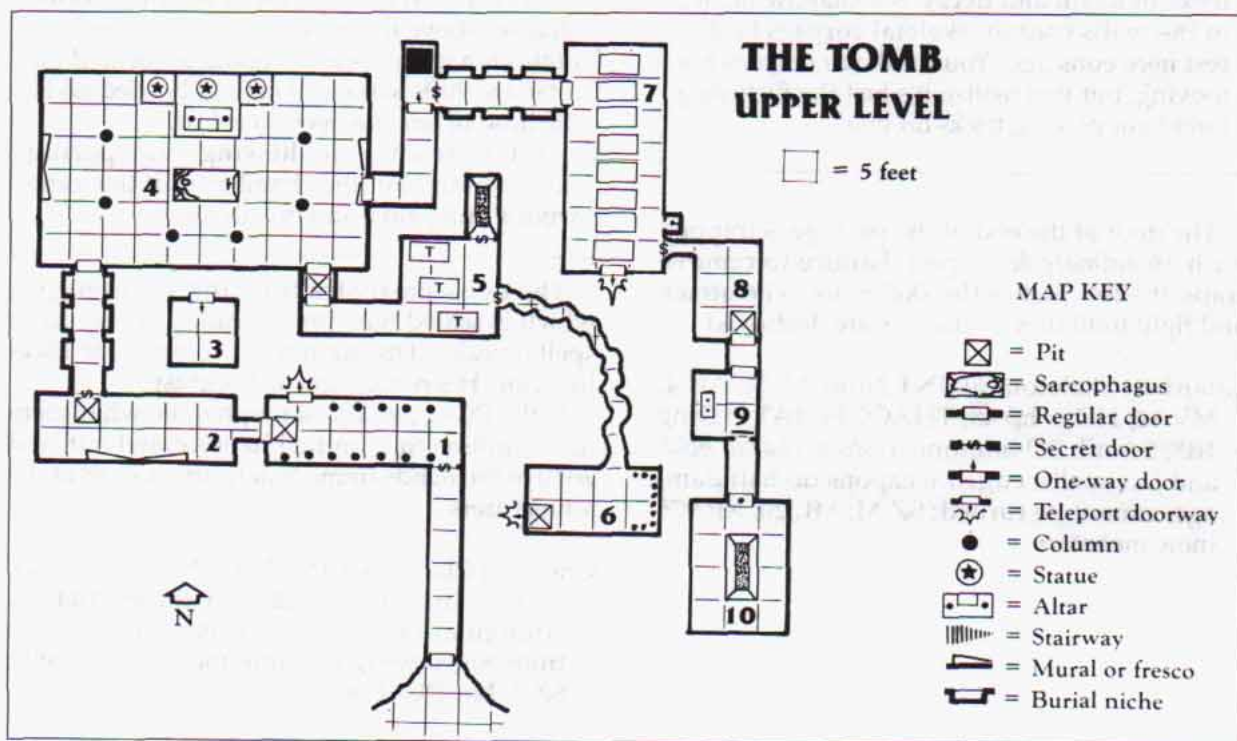
Minor Stone Golem (12): INT Non; AL N; AC 5; MV 6; HD 7; hp 30; THAC0 13; #AT 1; Dmg 2d8; SA Strength 22; SD +2 or better magical weapons to hit; SZ L; ML 20; XP 650.

A door on the north wall is trapped with a *teleport* spell. Anyone who touches the door and fails a save vs. spell is *teleported* to Room 3.

Along the west wall is a narrow, sealed door. Opening it causes a 5-foot by 5-foot section of the floor to open, dumping everyone into a 20-foot-deep shaft set with 40 spikes at the bottom. Falling in causes 1d6 points of damage for every spike hit (roll 2d20 for the number of spikes).

2. Hall of Frescos

You gasp involuntarily when your light illuminates the walls of this otherwise empty hall. Scene upon scene depicts a battle in full, deadly force. In the southern mural, a figure atop the battlements casts spells at the approaching forces; its head has been deliberately obliterated from the mural.



The Tomb of the Faceless One

Proceeding into the room more than 3 feet causes a scurry among the starving rats here, and they immediately swarm over the PCs.

Giant Rat (50): INT Semi; AL NE; AC 7; MV 12, Sw 6; HD ½; hp 4; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD nil; SZ T; ML 5; XP 15.

In the northwest corner is a 10-foot deep pit, concealed with an *illusionary wall* spell. If any PC walks onto it, the spell is broken and he falls through, taking 1d6 points of damage.

Hidden against the north wall of the pit is a secret, locked door. Any attempt to pick the locks triggers a *cloudkill* spell, which fills the pit and billows into the room. All PCs within 25 feet of the pit must save vs. poison at -4 if they are under 6th level or die.

The narrow corridor beyond the small door reeks of death and decay. Six shallow niches in the walls contain skeletal corpses laid to rest here eons ago. You think the corpses are moving, but you realize it's just the flickering torchlight playing tricks on you.

The door at the end of the passage is trapped with an *animate dead* spell. Failure to remove traps at -20% wakes the skeletons, who attack and fight until they or the PCs are destroyed.

Guardian Skeleton (6): INT Non; AL N; AC 4; MV 12; HD 6; hp 48; THAC0 15; #AT 2; Dmg 1d8; SA nil; SD immune to *sleep*, *charm*, *hold*, and *fear* spells, edged weapons do half damage, cannot be turned; SZ M; ML 20; XP 975 (new monster).

3. Teleport Room

The stone floor is cold and damp, and the floor is littered with bones and old corpses. You notice that, strangely, there is no stench of decay in this room. Then you also notice that there are no exits to be seen.

This room has no exits; the only way in is through *teleportation* doors in Rooms 1, 7, and 12. The remains are of unlucky adventurers who were trapped here. Searching the bodies produces 150 sp, 75 gp, a silver bracelet (50 gp), and a flask containing *oil of ethereality*.

4. Mortuary

This room seems vast after the other areas of the tomb. Frescoes dominate both the east and west walls. Across the room is a huge stone altar set above the floor on a dais, and in front of this is a large stone sarcophagus. Behind the altar are three statues of animal-headed gods; the head of one has been smashed.

You hear an eerie, hissing, whispering noise throughout the chamber, as if the tomb were a thing alive and breathing.

The noise emanates from the sarcophagus, which is sealed with arcane runes. A *read magic* spell reveals: "Disturb not the Tomb of the Faceless One. His reach exceeds his grasp."

If the PCs open the sarcophagus, what seem like a million mummified hands crawl out, and 2d10 of the hands immediately attack each of the adventurers.

Crawling Claw (150): INT Non; AL N; AC 7; MV 9; HD ½; hp 4; THAC0 20; #AT 1; Dmg 1d4; SA strangulation; SD +2 surprise, half damage from edged weapons, immune to some spells; SZ T; ML 20; XP 50.

The Tomb of the Faceless One

The other hands scurry away, disappearing through cracks, crevices, and ventilation holes. There is a 30% chance that 2d20 hands will appear again in every other room the party enters.

Distracted by the crawling hands, the PCs have a -3 to their chance to be surprised by the three pairs of glowing red eyes floating in the shadows near the statues. Sensing easy prey, the wraiths attack.

Wraith (3): INT Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 43; THAC0 15; #AT 1; Dmg 1d6; SA energy drain; SD silver or +1 or better magical weapon to hit; SZ M; ML 15; XP 3,000.

The mural on the east wall is a *permanent illusion*. PCs who make a successful Intelligence check can step through to the passage beyond, which ends at an unlocked door. Once two PCs are through that door, it slams shut and disappears, trapping the PCs in a tight 5-foot-by-5-foot room.

With a grinding sound of metal against stone, you see one wall begin to move slowly inward, sandwiching you tight against the opposite wall. You realize with a sinking, sick feeling that there are no other exits in this cramped room.

The north wall moves toward the south wall $\frac{1}{2}$ foot every two rounds.

There is a secret door on the east wall, trapped with a powerful *sleep* spell that goes off when a PC tries to open it. Everyone who fails to save vs. spell falls into a comatose sleep for 2d6 rounds, and the walls continue to close in.

The 5-foot-wide passage beyond the door leads to Room 7 and is lined with two rows of three niches, each containing a skeleton. The skeletons will not animate.

A normal door in the south wall of Room 4 opens into a 10-foot-deep pit. Falling into it causes 1d6 points of damage. At the bottom is a horde of crawling, stinging insects, inflicting an

additional 1d4 points of damage each round the PC is in the pit (no attack roll needed).

A door on the south wall of the insect pit is rigged with a poison needle trap (type P injected, 1-3 hrs, debilitating) that is tripped when the door is opened. Failure to save vs. poison causes the PC to fall into a stupor, allowing the insects to continue biting and stinging during this time.

5. Preparation Room

This chamber was obviously once used to prepare the deceased for embalming. Brittle wooden tables are covered with empty pots and jars that probably once held embalming oils, unguents, and spices. A pile of linen strips on one table is remarkably preserved. Beside it is a large flask. Decorative panels along the walls depict ancient burial rituals.

The flask contains a *potion of fire resistance* and will detect as magical. The linen strips have been soaked in the potion and also radiate magic. There are 40 strips, each one 20 feet long and 3 inches wide.

A secret door on the north wall is sealed with *explosive runes*. Any PC who attempts to read the runes sets off the blast and takes 6d4+6 points of damage; everyone within 10 feet must save vs. spell for half damage.

Beyond the door is a large shaft that appears to have no bottom. Its actual depth is about 90 feet, and it empties into the corridor next to Room 15.

Behind a decorative panel against the east wall is a tiny, black hole barely $2\frac{1}{2}$ feet wide. If anyone tries to wriggle through the tunnel, he can proceed about 15 feet before being attacked by rot grubs in the soil.

Rot Grub (3d6): INT Non; AL N; AC 9; MV 1; HD 1 hp; THAC0 n/a; #AT 0; Dmg nil; SA burrow to the heart in 1-3 turns, causing death; SD nil; SZ T; ML 5; XP 15.

The Tomb of the Faceless One

6. Storage Chamber

You immediately deduce this chamber was used for storage; it is filled with small chests, boxes, amphoras, and canopic jars. A few broken wooden shelves lie in pieces around the room. Eight small statues, each about a foot tall, line the east wall.

The amphoras are filled with oils, and the chests contain a total of five linen tunics (1 gp each). All four canopic jars are *fire trapped*. Any one opening one takes 1d4+6 points of damage, with a save vs. spell for half damage.

In the bottom of each jar is a semi-precious gem worth 100 gp each. The small, carved statues depict various animals and are made of wood, amber, ivory, and alabaster. They are worth 50 gp each.

There is a pit in the southwest corner of this room covered by an *illusionary wall*. Anyone tumbling into the pit (Dexterity check to save) breaks the *illusion*, takes 1d6 points of falling damage, and is *teleported* back to Room 1.

7. Morgue

The seal is unbroken on this unlocked stone door, and cryptic runes cover its surface. A *read magic* spell will translate: "Disturb not the slumber of the dead, or prepare to join their ranks."

There is a deathly quiet in this room; it seems as if even the normal sounds of your companions are muted and far away. The room is dominated by eight stone plinths, and lying on each one is a skeletal corpse covered with a dirty shroud. Their arms lie crossed on their chests, and each set of bony hands tightly grasps an ancient khopesh sword corroded by time.

When the party enters the room, the corpses animate and attack. They fight with their weapons, which are still deadly despite their age and condition.

Coffer Corpse (8): INT Low; AL CE; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d6 or by weapon; SA nil; SD magical weapons to hit; SZ M; ML 9; XP 270.

If the coffer corpses are struck by nonmagical weapons for 6 or more points of damage, they drop to the ground as though dead; however, they reanimate after one melee round, jump to their feet, and continue to fight. Those who see this unnerving event must save vs. spell or flee in terror for 2d4 rounds.

The coffer corpses are undead who have been denied a proper death ritual; any priest with Religion proficiency and a successful Wisdom check will know the ritual and can intone the special chants in six rounds.

If the ritual is completed without interruption, the remaining corpses drop their weapons and return to their plinths. The corpses that were defeated immediately crumble to dust.

A door on the south wall of this room will *teleport* any PC who touches it to Room 3.

In the southeast corner is a small hole, about 4 feet high, with a lever inside. If the lever is pulled, a blade slices down and a secret door in the wall next to the hole swings open. If the PC used his hand to pull the lever, the blade does 2d6 points of damage, and there is a 80% chance the hand is completely severed.

8. Armory

Spears and polearms, their blades rusted but intact, are stacked against the south wall of this otherwise empty room. A horrible stench comes from the southeast corner.

The Tomb of the Faceless One

Each character who makes a successful Intelligence check at -4 notices the polearm blades are shaped like keys.

In the southeast corner is a 20-foot-deep pit, from which the stench is coming. The pit is half-filled with water, and floating in it are the decomposing bodies of several dead rats and snakes. A failed Constitution check means the PC spends 1d6 rounds retching from the odor.

Halfway down the south side of the pit, right above the water line, is a small doorway. If any character attempting to climb down to the door falls into the water (a failed Dexterity check indicates falling, unless a climbing proficiency is used), he will be attacked by a crystal ooze that lives there.

Crystal Ooze: INT Animal; AL N; AC 8; MV 1, Sw 3; HD 4; hp 28; THAC0 17; #AT 1; Dmg 4d4; SA poison; SD immune to acid, cold, heat and fire attacks; SZ L; ML 10; XP 420.

The door opens into a corridor that ends in a heavy stone door engraved with ancient runes and symbols. Beside the stone door is a long, narrow slit in the wall.

Those with Ancient Languages proficiency and a successful Intelligence check translate the runes and read: "Your weapon is the key." Inserting one of the key-shaped polearms into the slit opens the door. Otherwise, the door is too heavy to be moved and is 100% resistant to a *knock* spell or any spell allowing passage through stone.

9. Prayer Room

A stone altar fills this tiny chamber. Inexplicably, your throat constricts and you gasp for breath as you study the wall murals, which depict a disturbing tale of an important person being entombed alive. The head of the victim has been defaced.

Behind a carved cinnabar panel on the south wall is an opening into a short, narrow passage. The locked door at the end of the passage is trapped with a *mummy rot* curse. Every PC who touches the door must save vs. spell or take 2d6 points of damage and become infected with a rotting disease that is fatal in 1-6 months. A *cure wounds* spell has no effect; only a *cure disease* will remove the affliction. *Regenerate* will restore damage but will not halt the progress of the disease. For each month the rot progresses, the victim loses 2 points of Charisma permanently and recovers lost hit points at 10% of the normal rate.

10. Spiders' Lair

In the center of the floor is a seemingly bottomless shaft. A cold wind blows upward, ruffling your clothes and swaying the huge spider web stretched across the shaft. The web funnels into a tube at its center and disappears into the darkness below. In the web are three motionless shadows.

Mounted in the ceiling about 8 feet overhead is a block and tackle device, but the pulleys are rusted, broken, and threaded with frayed bits of rope.

The shadows are the shed husks of the web's residents, who are inside the web tunnel. They wait until the PCs are on the web, then attack.

Huge Spider (3): INT Animal; AL N; AC 6; MV 18; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 1d6; SA poison; SD nil; SZ M; ML 8; XP 270.

The spiders will retreat to the bottom of the 90-foot shaft if the fight goes against them. If the PCs pursue them, the spiders scuttle into a tunnel concealed with an *illusionary wall* near the bottom of the shaft. The north side of the shaft opens to a large square area, Room 11.

The Tomb of the Faceless One

Lower Level

11. Storage Chamber

It is obvious this was once some kind of storage area. Shards of broken amphoras, canopic jars, and statues litter the floor. The wall paintings repeat the earlier theme of an important person being entombed alive but this time, the head has not been defaced. Oddly, it resembles a squid. A simple stone door on the west wall is closed.

The door is rigged with an acid spray trap. If a character tries to open the door and fails a remove traps roll, the trap sprays everyone in a 5-foot radius, causing 3d6 points of damage. Anyone hit in the eyes (which occurs if a save vs. wands is failed) receives an additional 1d6 points of damage and is blinded for 1d20 rounds.

12. Corridor

Burial niches full of bones line the walls. Most of the skeletons have deteriorated, but when you notice an odd-looking skull staring at you, you realize the bones are animal, not human. The skeletons of dogs, cats, and even monkeys create an unearthly zoo. The air reeks of decay.

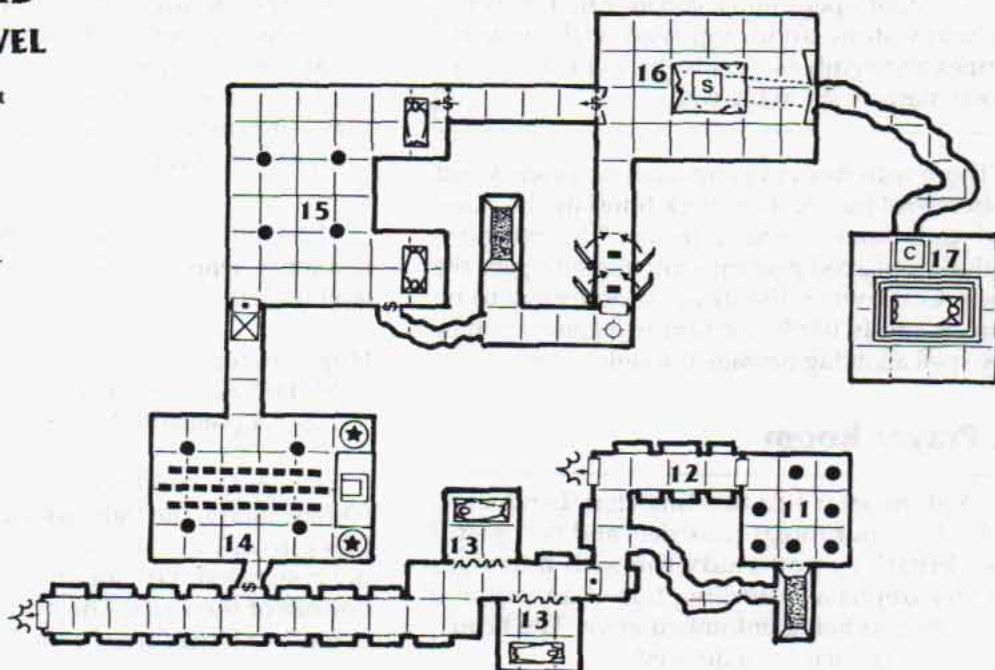
The door in the wall where the corridor turns is trapped with a *teleport* spell. Any PC who touches it *teleports* to Room 3.

The passage ends in a door on the west wall. There are niches filled with skeletons here, but they are normal and will not animate.

There is a large crumbling hole in the east wall. It is the exit from the tunnel that opened into the shaft in Room 10. If any spiders escaped the PCs, they are lurking in the tunnel and will

THE TOMB LOWER LEVEL

□ = 5 feet



The Tomb of the Faceless One

attack anyone who crawls in. Also, the crawling claws still scuttling about the tomb may have found their way in here.

The door in the west wall is locked and trapped. Failure to remove traps at -20% rouses the mummies in the two crypts beyond. They will be completely active in one round.

13. Crypts

The stone passage is lined with niches on either side, but all you can see is darkness after a few feet. The stench of decay that comes from the darkness seems to permeate your soul. Two open doorways are curtained off with frayed and rotted fabric. The curtains move slightly from the breath of some unfelt breeze.

The mummies' movement disturbs the curtains, and this is the PCs' only warning before the mummies attack.

The mummies are wrapped in linen soaked in a *potion of fire resistance*. In addition, they are able to call forth 3d6 zombies, which crawl out of other niches down the hall and attack.

Mummies (2): INT Low; AL LE; AC 3; MV 6; HD 6+3; hp 51; THAC0 13; #AT 1; Dmg 1d12; SA fear, disease; SD immune to normal weapons and some spells; SZ M; ML 15; XP 4,000.

Zombies (3d6): INT Non; AL N; AC 8; MV 6; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; SZ M; ML 20; XP 120.

The zombies will not attack the party if the mummies do not animate.

The long corridor ends in an archway filled with swirling, opaque fog. Stepping through the archway *teleports* the PC to Room 7.

If the PCs search carefully (and a successful find traps or detect secret doors roll is made), they find a tunnel on the back wall of the fourth niche on the north wall. This leads to area 14.

14. Throne Room

The tunnel opens into a large, vaulted chamber supported by four carved stone columns. An alabaster throne on a dais stands in the east end of the room. The throne is flanked by two large statues of coiled snakes with female heads. An archway opens on the north wall.

Set into the floor are three rows of trigger plates. Stepping on any of these animates the statues, which are actually guardian naga. If they are roused, read the following:

The human-headed snakes open their eyes and begin to sway and coil. Then they speak in an archaic form of Common that, strangely, you can understand.

"You must leave this place!" they screech. "There is only death and madness for those who persist. You are defiling sacred ground by your presence here."

The guardian naga will attack the PCs if any character either tries to cross the room or attacks the statues first. Good characters must not kill or injure the naga, which are also good. Trickery and spells may allow the party to proceed. These naga have no spells, and they won't leave the room.

Guardian Naga (2): INT Exceptional; AL LG; AC 3; MV 15; HD 12; hp 96; THAC0 9; #AT 2; Dmg 1d6/2d4; SA spit poison; SD nil; SZ H; ML 15; XP 7,000 (if bypassed and unharmed).

Beyond the archway is a corridor ending at a locked stone door. Failure to remove traps opens a pit in the floor, plunging everyone 50 feet down into a 10-foot-deep pool of acid. The PCs take 2d6 points of falling damage, plus 1d6 points of damage for every round they remain in the acid. Equipment and armor must save vs. acid every five rounds to avoid damage.

The Tomb of the Faceless One

15. Royal Burial Crypt

At first glance, there seems to be only shadows in this room. The high, vaulted ceiling is supported by four carved stone columns. Then, as your eyes adjust to the light, you can't believe what you see: a golden chariot stands amidst dozens of chests, boxes and jars, most of which are broken and rotted. Two alcoves in the east wall each contain a very ornate sarcophagus.

Entering the chamber disturbs a coil of spitting cobras, who spread their cowls threateningly and hiss a warning.

Flying Cobra (6): INT Non; AL N; AC 5; MV 12, Fl 15; HD 6+2; hp 50; THAC0 17; #AT 1; Dmg 1d6; SA poison; SD nil; SZ M; ML 9; XP 650 (new monster).

The cobras look like ordinary snakes until provoked. Then they spread delicate, membranous wings and fly around the PCs, hissing and spitting.

The sarcophagi are sealed with *explosive runes*. Anyone reading them takes 6d4+6 points of damage; save vs. spell for half damage.

In each sarcophagus is a normal nonanimated mummy, swathed in linen and wearing an elaborate death mask of gold and precious gems. Each mask is worth 2,000 gp and weighs 50 lbs.

A secret door on the south wall opens into a narrow tunnel, which then opens into an L-shaped corridor. The north section of the corridor ends in a blank wall. If the PCs look up, they see a shaft stretching up into darkness (Room 5).

The east section of the corridor ends with a capstan sitting before a wooden door. Turning the capstan counterclockwise opens the door, revealing a darkened passage beyond.

In the floor beyond the door are two trigger plates, detectable only by a dwarf. If they are not detected, each PC has a 4 in 6 chance of treading

on them. Stepping on either of the plates causes four razor-sharp scythes to whip silently out of the walls, slicing horizontally in 180-degree arcs. The blades are set at 3 feet and 5 feet high, two per wall, and they each do 1d12 points of damage (THAC0 4). The blades are reset by turning the capstan clockwise.

16. Guardian of the Crypt

An enormous carved stone sarcophagus dominates the room. As you survey the friezes in this chamber, you discover more details about the Faceless One. The pictures show a boy growing up normally. Then suddenly, as a young man, he is shown with a squid's head, leading armies against his family. In the final scene, he is captured and entombed for eternity.

The mural on the west wall is an *illusionary wall* and can be stepped through, but it is a one-way trip. Beyond is a narrow passage and one-way secret door that leads into Room 15, behind the sarcophagus in the northeastern alcove.

Guarding the final approach to the Faceless One is an uprated necrophidius, a skeletal-looking snake's body with a fanged human skull. It is invisible and absolutely silent as it attacks.

Necrophidius: INT Non; AL N; AC 0; MV 15; HD 12; hp 96; THAC0 9; #AT 1; Dmg 1d8; SA -4 on surprise, hypnotism, invisible; SD paralysis; SZ L; ML 20; XP 10,000.

The sarcophagus is sealed and trapped with two spells: *symbol of hopelessness* and *holy word*. Any PC who tries to read the runes on the coffin must make two saves vs. spell. Failing the first (against *symbol*) means he will turn back the way he has come, feeling that it has all been for nothing. Failing the second save (against *holy word*) paralyzes the PC for 1d4 turns.

If the PCs open the coffin, read the following:

The Tomb of the Faceless One

A rush of stale air escapes. You think you hear a voice whisper, "At last..." and you are startled to see a yawning hole where the bottom of the coffin should be. Ornately carved stone stairs lead down into the darkness.

The stairs lead down into a 2-foot-wide tunnel, which stops at a dead end. As the party follows the tunnel, continue:

The tunnel is cramped and muddy, and the walls are slimy and stink of decay. A pool of nearly liquefied, stinking mud fills the floor at the end of the tunnel.

If the PCs feel around at the bottom of the mud, they find a stone slab set with a ring. A total Strength of 40 will pry the slab out of

place. If the PCs manage to open it, read the following:

The plug comes loose with a loud sucking noise, and a rush of foul air is released. The filthy mud and water drain down the hole and splash into a chamber below.

17. The Tomb of the Faceless One

Centered in this room is a huge sarcophagus on a tiered dais. The top is carved with an effigy of a humanoid figure with the head of a squid. At each corner of the lid is a stone scorpion, all facing outward with their tails coiled over their backs.



The Tomb of the Faceless One

If the PCs grab the lid, the stone scorpion tails snap back and strike (THAC0 10), each inflicting 1d6 points of damage. Those who fail to save vs. poison die immediately as their blood boils in their veins.

When the lid is off, read the following:

You see a carefully preserved and wrapped mummy wearing a fabulous gold death mask encrusted with jewels. The mask is in the form of a squid, with tentacles for a mouth and two huge pearls for eyes.

If the PCs remove the mask, they get a glimpse of the "mummy" underneath—also with a squid's face—before the eyes snap open wide and its voice roars, "Freedom!"

The "mind flayer" flails out with its arms and tentacles as soon as the death mask, which kept it in *temporal stasis*, is removed. It has 18/00 Strength and attempts to grapple one person after using *mind blast* to stun everyone close by. It uses the stunned victim as a hostage, locking its tentacles on the victim's head and threatening to kill him if escape is not allowed.

The Faceless One: INT Genius; AL LE; AC 2; MV 12; F13; hp 98; THAC0 8; #AT 4 or 2; Dmg 2 or by weapon; SA eat brain, mind blast; SD magical items; SZ M; ML 15; XP 9,000.

The Faceless One wears the *Annulus* under the mask. It is a mummified illithid's head, turned into a helmet and enchanted with powerful magic. It acts as a *helm of telepathy*, as well as a *helm of comprehending languages and reading magic*. The *Annulus* enables the Faceless One to know his enemies' every thought and to read any magical scroll or spellbook. It also grants certain dangerous mind flayer powers.

In addition to the *Annulus*, the Faceless One wears *bracers of defense* (AC 2) and a *ring of fire*

resistance. It will use every power at its command to destroy these intruders and escape.

The Faceless One can be defeated if the characters separate the *Annulus* from the shoulders of the foe. If that happens, the Faceless One drops to the floor and decays in four rounds. If PCs lack a magical sword capable of decapitation, a strong PC who achieves a headlock while wrestling the monster can attempt to tear the *Annulus* free by sheer force; this requires a bend bars/lift gates Strength roll (one roll per round allowed).

Concluding the Adventure

If the PCs manage to defeat the Faceless One, much of the pall of evil is lifted from the tomb, though the trip back up should by no means be easy for them. When the PCs get out, read the following:

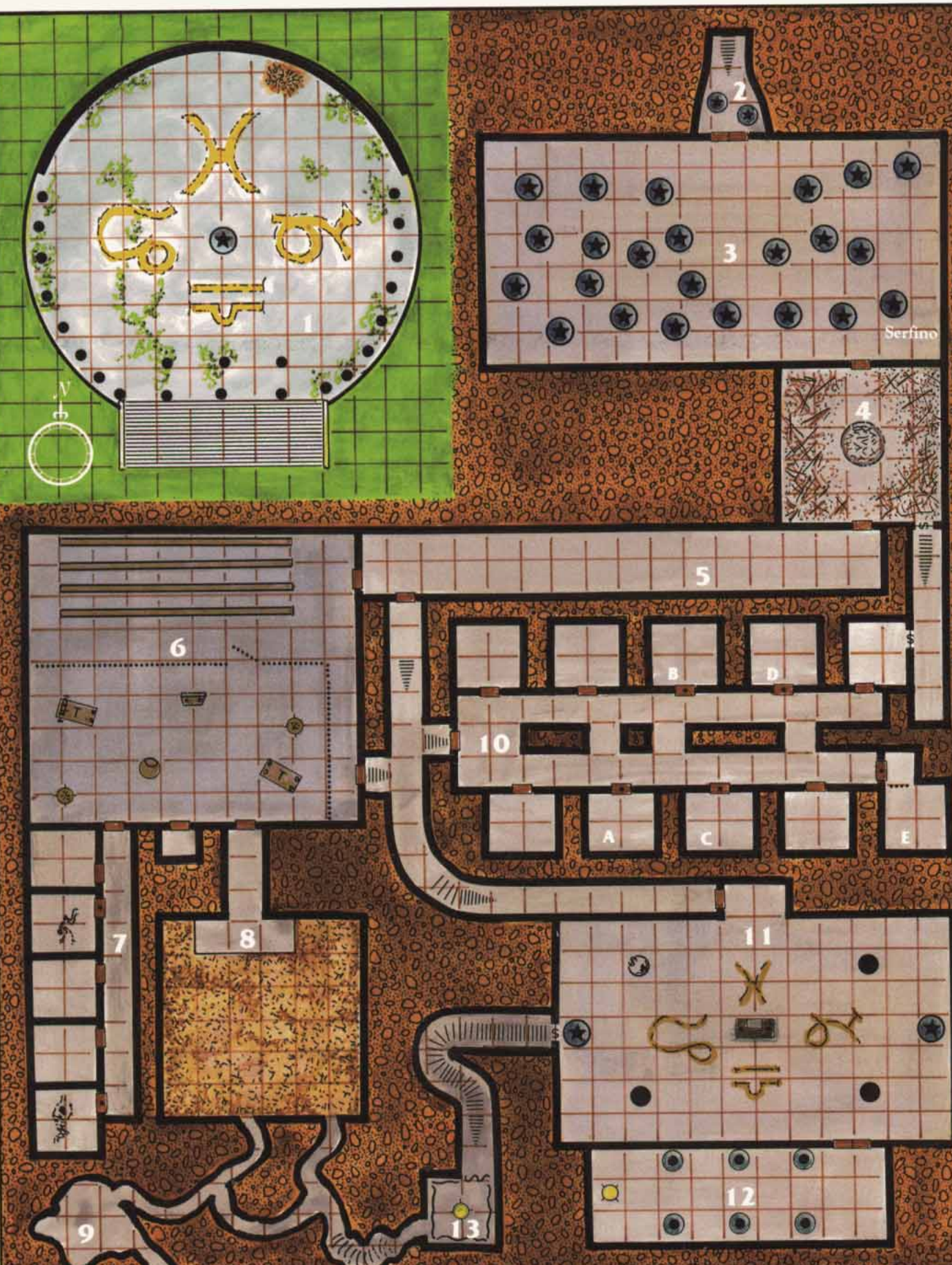
You have no idea exactly how long you've been down in the tomb, but it seems like a lifetime. All you're concerned with is getting out of here as fast as you can, and that means breaking the sphere to let the vizier know you're ready.

Resolution

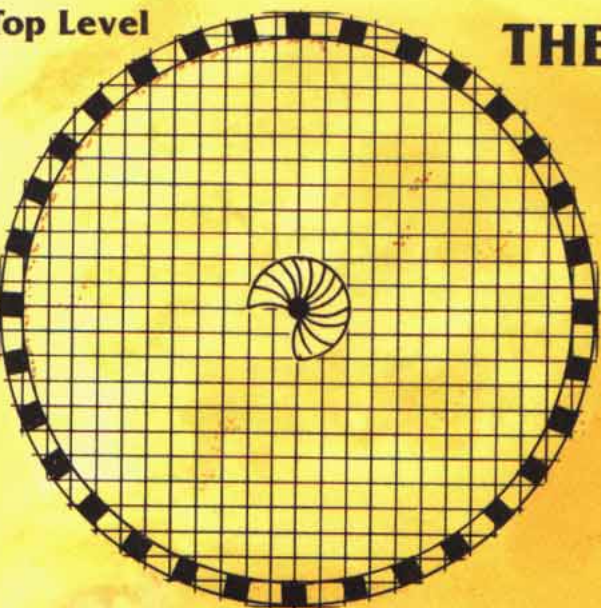
When the PCs return to the palace, the Autarch personally greets them and gratefully congratulates them for their courage. He gives each PC 10,000 gp in addition to all they recovered, and lets them keep all the armor and weapons to boot. The vizier then removes the *geas* spells from the party.

Then the Autarch calls a festival day in their honor, and every PC is pampered and indulged. They have such a good time that, when the Autarch offers each one a generalship in the coming war, it sounds like a pretty good offer...

THE TEMPLE



Top Level

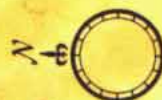


THE TOWER

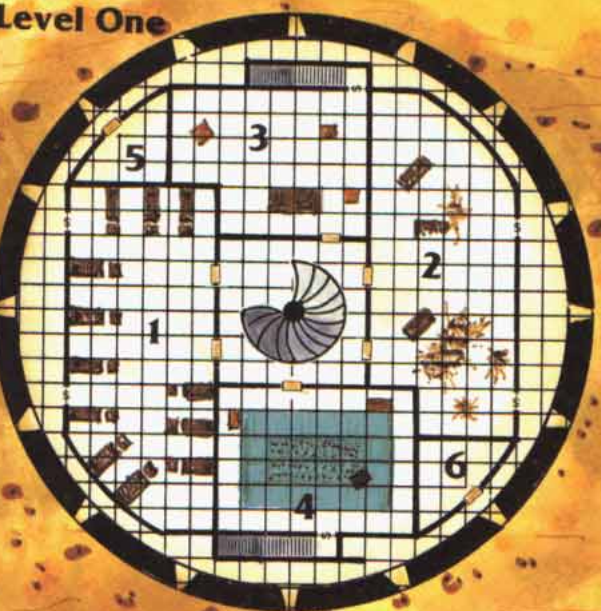
Map Key

- = Pit
- = Regular door
- = Secret door
- = One-way door
- = Teleport doorway
- = Column
- = Statue
- = Altar
- = Fireplace
- = Up staircase
- = Down staircase

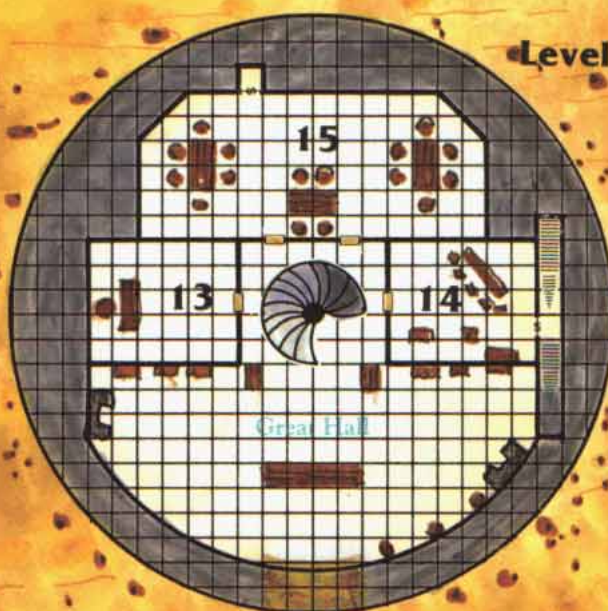
1 square = 5 feet



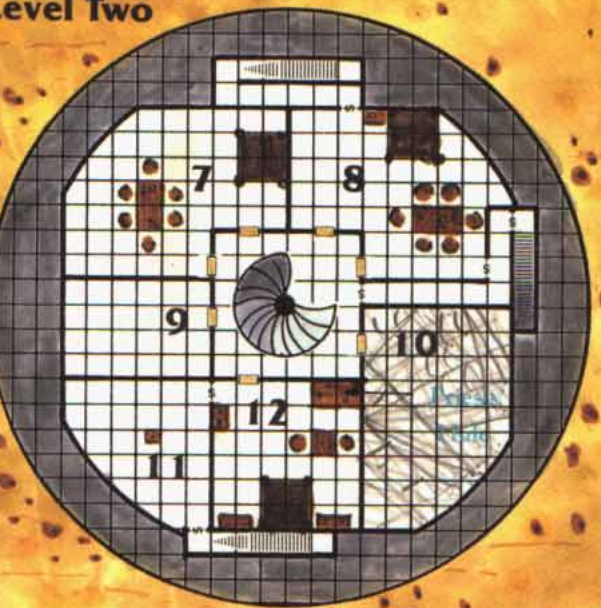
Level One



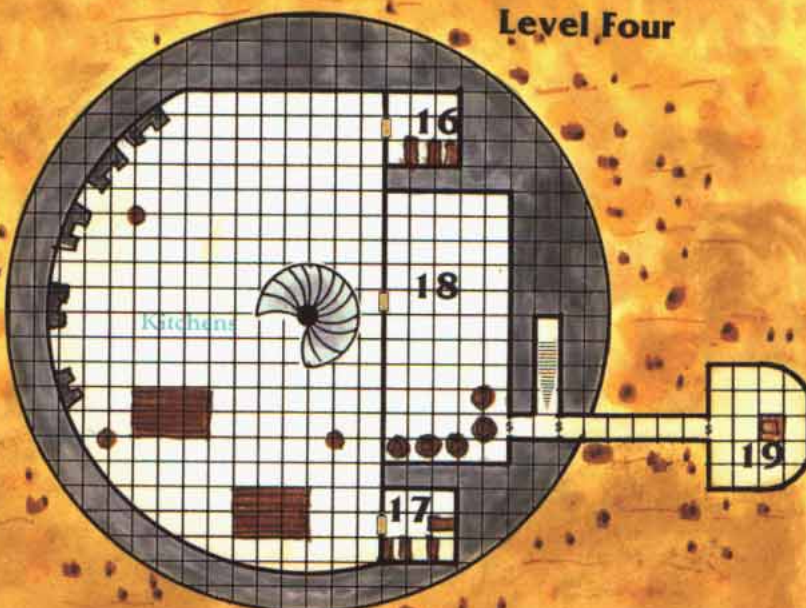
Level Three



Level Two



Level Four



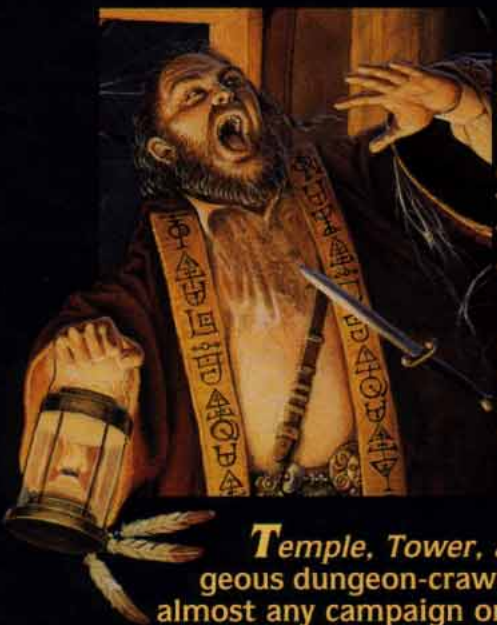
Advanced Dungeons & Dragons[®]

2nd Edition

Official Game Adventure

Temple Tower & Tomb

by Laura Craig and Steve Winter



The Autarch has a problem. His kingdom is on the brink of war, and his royal viziers tell him the only hope for the future lies in gaining three unique magical items, each of surpassing power. But the items are held by guardians of such evil that the viziers tremble at the thought of facing one, let alone all three. Recovering those items means almost certain death.

The Autarch glances down at his desk, noting a message from this morning. Spies report the arrival of adventurers, ones of some renown. Instantly, he has the solution to his problem. Adventurers can get those items. They'll do anything for money.

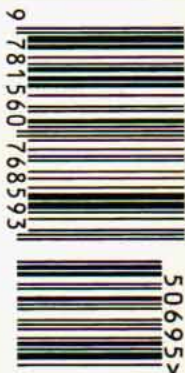
Even if it kills them.

Temple, Tower, and Tomb is a trio of ruins to terrify the most courageous dungeon-crawler. This AD&D[®] 2nd Edition module can be fitted into almost any campaign or played as a stand-alone adventure. And good luck—you'll badly need it.

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